



# CRYSIS

official game guide

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# SPECIAL FORCES TRAINING

Even within Special Forces, where the average soldier might parachute through enemy artillery fire and infiltrate an installation with just a knife between his teeth, you are a super man. You hear the awe in their voices as you walk by in your Nanosuit. They know you can do things others can't: absorb a Shotgun blast as if someone tossed a handful of gravel at you, finish a 100-yard dash while Olympians have only barely made it out of the starting blocks, leap over tanks and onto building rooftops—oh yeah, and become invisible.

The following pages present the basics of your Nanosuit and how to operate in standard combat situations. The suit gives you superhuman powers so you may compete with the island perils, but you'll need the brain to match the brawn to have any hope of survival.



## Miracles of the Nanosuit



The Nanosuit absorbs damage (Armor), increases your running ability (Speed), amps up your muscle power (Strength) and turns you invisible for a limited duration (Cloak). Use **[V]** or

**[B]** to access your ability menu, where you can spin to any upgrade in a split second.



**This chapter notes certain keys for basic maneuvers and combat tricks. However, you should consult the game's manual for the full keyboard layout.**



Armor mode toughens your suit's exterior and keeps you alive against unexpected attacks. Since you can take a handful more shots to the gut with Armor on rather than off,

leave it on as your default suit setting whenever you aren't engaged in a particular maneuver. Your suit flashes white when hit in Armor mode, which can give you an indication that you're being fired upon if you don't notice your health dropping right away. Always switch to Armor mode when recovering energy or health.

Switch to Speed mode when you need to cover ground in a hurry. The speed burst lasts only a few seconds—long enough to dash through a dangerous minefield without triggering a single detonation or escape an ambush with half a dozen rifles pointing at your head. You can also use it when you know the territory ahead is clear of



enemies and want to travel quickly to your destination. You should rely on Speed (or Cloak) to confuse foes in combat and keep their gun barrels trained on where you *were* and not where you *are*.



Maximum Strength gives you superior punching and leaping powers. In Strength mode, a Strength Punch can smash open locked doors, destroy vehicles, and pulverize an

opponent's skull. In close combat, it's an effective backup attack method when you don't have a Shotgun or SMG handy.

With Strength on, you can also Strength Jump to heights impossible for normal human legs. Most low roofs are accessible with a single leap, while high roofs may



take several smaller leaps as you hop up exterior obstacles to reach the top. Strength redefines how you view the battlefield. Don't feel like you must take the straightforward ground path. Look for alternative attack routes up the rocks, hills, and buildings around you at all times.

Perhaps your most impressive power comes in the form of your Cloak. The Cloaking ability literally makes you invisible so long as you have energy available. And that's the key.



Stand still and you can remain invisible for a few minutes. At a full run, however, you have less than 10 seconds of sustained invisibility. Play around with the Cloaking ability so you get a feel for when it's going to give out on you. If you aren't in cover when you hear the warning that you're running out of energy, drop prone and crawl to your cover spot. Your Cloak will last a lot longer this way, and it's more difficult for enemies to spot you when you're moving horizontally along the ground if you should suddenly reappear.



# WEAPONS DETAIL

The weapons issued to you by the U.S. Special Forces and the armaments you secure during your island expedition have specific strengths and weaknesses against the variety of foes you face. The following information details the main weapons, augmentations, and explosive devices, along with general tactics on advantageous moments to use this arsenal.



## POINTER

The statistics and tactics for each weapon differ in the single-player and multiplayer games. Please consult the **Multiplayer Training** chapter later in this book for additional information.

## Firearms, Grenades, and Explosives

### Pistol



This generic, but functional Pistol is used by both U.S. and KPA forces. It features semiautomatic or two-round burst modes. Targets struck by the bullets

suffer moderate initial damage. As the bullets are small, their damage is lessened over distance, so the weapon therefore is most effective over short ranges: less than 50 meters (165 feet). When found, a second Pistol can be employed, allowing dual use with one Pistol in each hand. However, only a single Pistol can be used with Iron Sight. You can mount a Silencer and Laser Pointer on the Pistol (these are automatically mounted on each Pistol when selected), and use Iron Sight (one Pistol only). The Pistol is available from your initial sortie, at the start of the **Contact** Mission.

### SCAR Assault Rifle



This is the standard Assault Rifle that is issued to U.S. American forces in the combat theaters across the world. It features both semi-

automatic and fully automatic modes of fire. The rate of fire is moderate: slightly faster than the FV71, but slower than the SMG. It has strong initial damage at close quarters and loses almost no damage over distance due to advanced cartridge design. Otherwise, this weapon is similar to the FV71 in terms of damage and range. On this Rifle, you can mount a Silencer, Laser Sight, Flashlight, Under-Barrel Grenade Launcher, Tranquilizer Attachment, Reflex Sight, Assault Scope, and Precision Scope. This weapon is available from your initial sortie, at the start of the **Contact** Mission.

### FV71 Assault Rifle



This is a rather old Assault Rifle, used primarily in the late 20th century, and it cheaply arms the majority of the North Korean infantry army. This weapon

features semi- and fully automatic modes, with the fully automatic firing mode employed in most situations. Unlike the Submachine Gun, it fires at a slower rate, but doesn't lose as much damage over distance, and is therefore a capable weapon at most ranges. You can equip the Silencer, Laser Sight, Flashlight, Under-Barrel Grenade Launcher, Tranquilizer Attachment, Incendiary Ammunition, Reflex Sight, Assault Scope, and Precision Scope on this weapon. The FV71 is available at the beginning of the **Contact** Mission.

### Shotgun



This is operated by a pump action. The operator can switch the radius of the shell spreads between normal and narrow fire modes. Use

the narrow spread and combine it with the Iron Sight or a scope to fire precise shots up to a medium distance. Use the normal fire mode to blast foes with devastating damage at close range. This weapon has strong initial damage, however, it loses a great deal of damage over distance. Thus its effectiveness is restricted to a very short range (10 to 20 meters, or 33 to 66 feet). You can mount the Laser Sight, Flashlight, Reflex Sight, Assault Scope, and Precision Scope on this weapon. However, the latter is only useful for observing enemy movements or environments from a distance; it is detrimental in combat. The Shotgun is available near the end of the **Contact** Mission.



## Land

### Anti-Air Vehicle



**Description:** The Anti-Aircraft Battery vehicle is a mobile unit that can be driven to any area where enemy aircraft incursion is suspected to set up defensive

fire. The guns on a single AA Battery can down several VTOLs or Helicopters. In order to receive air support, you may be required to eliminate the AA Battery vehicles in a region.

#### FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

#### DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles

#### PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Slight damage from AA Vehicles
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled

## Amphibious APC (Multiplayer Only)



**Description:** Sometimes your target does something inconvenient, such as going for a swim when your treads can't leave the beach.

Now you can track them

down no matter where they flee. The Amphibious APC works on land and water, and its versatile design actually makes it less susceptible to tactics that damage most other vehicles.

#### FULL VULNERABILITIES

- AV Mines
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

#### DAMAGE LIMITS

- 1x Explosive Charges
- 1x Gauss Tank rounds
- 2x Missile hits
- 1x Tank rounds
- 2x Vehicle-Mounted Missiles

#### PARTIAL VULNERABILITIES

- Wheels strongly resist damage (try Gauss Rifle)
- Slight damage from AA Cannon and Automatic Cannon
- Slight vulnerability to Grenades

## Battle Tank



**Description:** The big boys of the armored division. The Battle Tank sucks up damage like no tomorrow—it's able to eat four Missile hits before

going down—and fires back powerful projectiles, depending on what cannon has been mounted atop it. Think of it as a mobile fort.

#### FULL VULNERABILITIES

- AV Mines
- Explosions
- Missiles
- MOAR (can be frozen)
- TAC Cannons

#### DAMAGE LIMITS

- 1x Explosive Charges
- 2x Gauss Tank rounds
- 4x Missile hits
- 4x Tank rounds
- 4x Vehicle-Mounted Missiles

#### PARTIAL VULNERABILITIES

- Engine vulnerable to explosions
- Slight damage from AA Vehicle
- Slight damage from collision
- Slight engine and track damage from Gauss Rifle
- Slight vulnerability to Grenades
- Tracks can be disabled

## Civilian Vehicle



**Description:** It's the kind of vehicle you could see in your neighbor's garage. A Civilian Car or Pickup Truck can haul a few passengers and some cargo in the back;

it's not going to survive long in a battlefield. If you want a quick ride, hop in—just don't drive over any land mines.

#### FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Gauss Rifles
- Missiles
- MOAR (can be frozen)
- TAC Cannons

#### Damage Limits

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Rifle hits
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles

#### PARTIAL VULNERABILITIES

- Collision
- Slight damage from MOAC
- Tank shells and ICV rounds
- Tire damage
- Vulnerability to small arms
- Vulnerable to infantry Gauss Rifles

## Heavy LTV



**Description:** The upgraded version of the LTV can withstand several more shots from a Gauss Rifle. Everything else performs basically the same, though you

may find a higher caliber gun mounted topside than on its counterpart.

#### FULL VULNERABILITIES

- AV Mines
- Claymores
- Explosions
- Gauss Rifles
- Missiles
- MOAR (can be frozen)
- TAC Cannons

#### DAMAGE LIMITS

- 1x AV Mines
- 1x Explosive Charges
- 1x Gauss Tank rounds
- 1x Missile hits
- 1x Tank rounds
- 1x Vehicle-Mounted Missiles
- 3x Gauss Rifle hits





# STAGE 2: RECOVERY

## STRATEGIC MAP AND OVERVIEW

### AVAILABLE INTEL: LOCATE AND EXTRACT CIVILIAN HOSTAGES

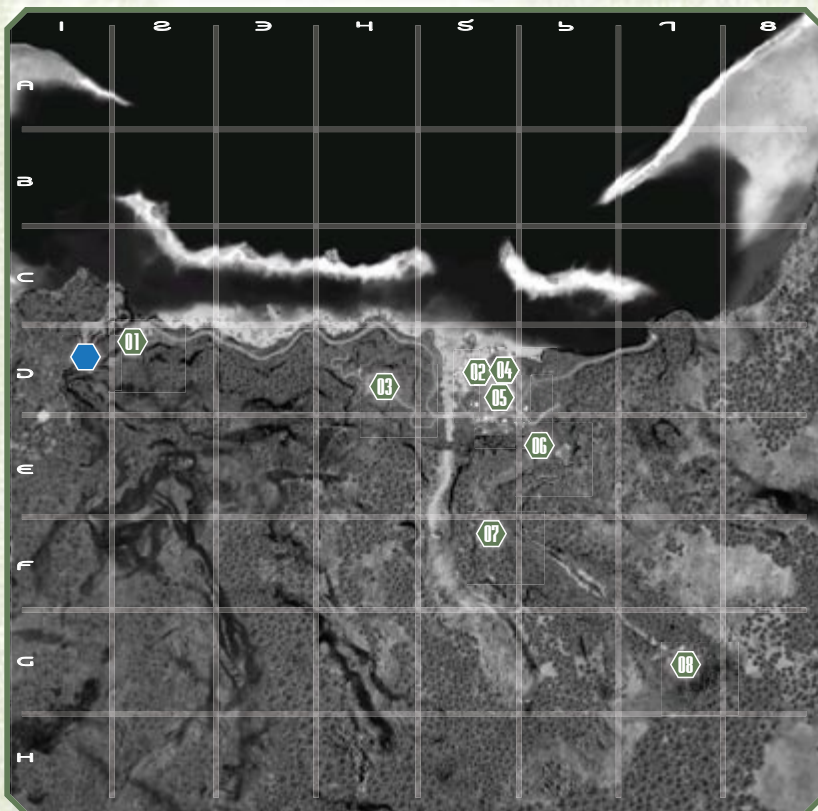
We have discovered the approximate location of the excavation site. There are still five hostages out there. Move out to investigate.

With Aztec and Jester wrenched apart by airborne abominations, it falls to the remaining three men to locate the hostages. Venturing out into a small communications area, they encounter light resistance, and Prophet learns of a nearby friendly holed up in a village four clicks to the south—it's one of the hostages! On the way, roving patrols of KPA must be met and neutralized. Additionally, learning the location of a Missile Launcher and DSG 1 Sniper Rifle is recommended.

After optionally obtaining the hostage's precise location from a radar station, and taking out a roadblock, you should pore over the necessary maps of a sprawling coastal village. There are dozens of routes to take, and 50 KPA dotted throughout the settlement to be eliminated. After you locate the hostage in a school room, she reveals some mission-sensitive information, and is escorted from the fray by Psycho, who's been more than helpful backing you up. However, part of a KPA armored division is arriving, and you need to destroy two Tanks! Then Prophet locates a cave entrance that leads to a KPA military base where the remaining scientists are being held. Venture along a stream, engaging increasingly large numbers of KPA recon teams, before avoiding an all-out North Korean ambush!

### LEGEND

 Deploy Point  Objectives



### OBJECTIVES

Grid	Ob #.	Description	Grid	Ob #.	Description
D2	01	Capture the Communications Trailer	D5	05	Destroy the KPA Tanks
D5	02	Find the Hostage in the Village	E6	06	Proceed to the Rendezvous Point
D4	03	Find an Access Point for the NK Tactical Network	F5	07	Proceed to Prophet's Location
D5	04	Find the Hostage in the School Building	G7	08	Head Upriver to the Cave System

## Objective 01. Capture the Communications Trailer



*"What's happening, boss? We're droppin' like flies!"*

—Psycho

Raptor team finds Jester's remains crumpled against some rocks. As Psycho swears like a trooper, Prophet vaporizes the corpse and Nanosuit, and pays his respects. The mission must continue: Prophet informs you of a KPA Command Post up ahead.



## OPTIMAL PATH



### 01A. Clearing the Comm. Trailer



**Plan 01.1:** Move along the jungle gully, following Psycho and Prophet, until you reach the clearing where KPA Special Forces can be seen lying on the ground. Prophet orders you to cover him, so stay behind or to the side, hiding in cover, while he descends to the trailer.

**Plan 02:** Your foes are already dead. Something else has gotten to them first. Save your ammo for later. This is the easiest leg of the mission so far.



**Plan 01.2:** Outside the communications trailer, Prophet attempts to listen in on the KPA secure channel. He reports that there's sporadic combat, and the

Koreans are spooked, too. Move around the outbuildings **12** toward the low metal fencing. Hop over the fence and proceed down the hill to an LTV ahead.



## POINTER

After Prophet accesses the KPA radio communication, you receive your next Objective: there are hostages to be rescued in a village a few miles from here. Get to it!

## ADVISORY

While Prophet eavesdrops on the KPA, search the pallets on either side for batches of ammunition for your Rifle.

In this area, it is wise to keep stocked with ammo for both Rifles (the SCAR and the FV71) as these offer long-range precision that's needed in this area.

## ADVISORY

If you haven't figured this out yet, remember that double-tapping and holding **Shift** automatically engages Speed. You revert back to your previous Nanosuit function when you release this key.

## OPTIONAL PATH



### 01B. Cabbage Patch Carnage



**Plan 01:** The numerous objects in the area make future takedowns extremely satisfying. Simply grab an object, head down the road, then Strength

Throw at the first foe you see. Here are some of the best objects to utilize:

The barrels in and around the shacks.

The long wooden boards propped up near the boat **11**; these can level all three foes if they are grouped together.

The outboard motor by the garage.

The green plastic trash crates; one is behind the garage, the other is to the left of the white shack steps.

The wheel barrow on the right side of the white shack.

The rusting oven by the first metal fence overlooking the cabbage patch.

The black trash bin on the left side of the white shack.



Walkthrough

RECOVERY  
Objective 01



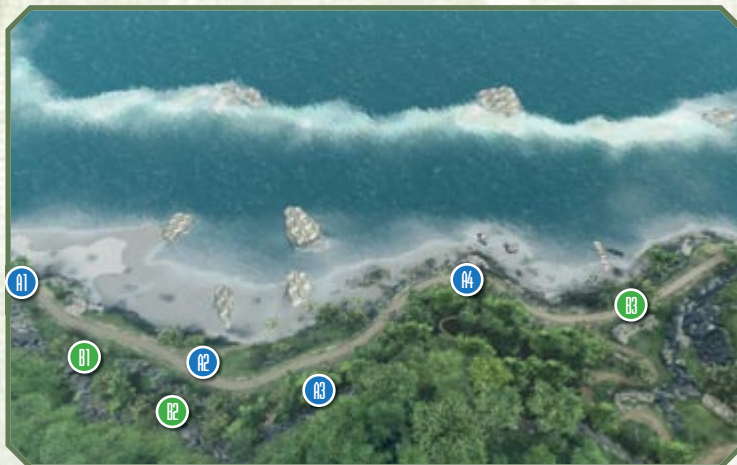
The two gas cans inside the garage; lob them and then blast them with your weapon, creating a Grenade-like explosion.

The pile of bound wooden beams. Strength Punch the pile to release them, then grab individual beams to lob.

**Plan 02:** You can also use the garage, white shack, or boat house roofs as cover or a vantage point from which to fire or lob Grenades or objects.

**Plan 03:** Or, you can quickly run to the machine gun emplacement **B2** and start some rapid fire on foes in the road.

## Objective 02. Find the Hostage in the Village: Part 01—Coastal Recon



*"You guys aren't going to believe this, but it sounds like General Ri Chan Kyong is in charge of this entire operation!"*

—Prophet



### ADVISORY

If your turret fire is less than competent and the two foes escape, disembark and begin a Cloaked search in the undergrowth using your Binoculars. Slay them with your preferred weapon.



### 02A. Patrolling the Road (by Vehicle)



### POINTER

This objective takes some time to reach and complete, and is split up into various parts, each with a different set of routes you can take.



**Plan 01.1:** At the end of the cabbage patch is an LTV with an unhooked trailer. Climb inside and begin to drive along the coastal road in front of you. There's an immediate gap

in the barrier that allows you to drive down onto the beach **B1**, but this is a Discretionary path.

Instead, drive around the bend in the road and continue on. If you didn't waste any time after Prophet's instructions, you can stop the LTV at the start of a long left bend, by a foot trail leading down to the beach **B2**. Park just to the right of the restaurant and surf school sign. Here, you spot two foes sitting on the beach. Strafe them until they fall.



Round the left bend and listen for Prophet's advice on snipers. Notice the rocks and woodland to your right **B3**. You can disembark and maneuver through here toward a KPA

Scout company that is patrolling this area up ahead at the next corner.

Or, you can continue to drive along this road, looking at the gap in the tree line on the promontory above and to the right of you. There's a sniper here! You can bring him down from your LTV using the turret if you're a crack shot.



However, you should think about slowing your vehicle down and parking before you round this bend. Park across the road and wait for another LTV to arrive. If you didn't hurry to reach this point, you meet the LTV on the road you drove along. Strafe the gunner with turret fire, then slay the driver and passenger without leaving your vehicle.





**Plan 02:** Or, you can park your vehicle in the road, hop out, move into cover, wait for the enemy LTV to arrive, then shoot out the gas canister on the rear of the vehicle, and finally, step out to slay the confused and burning foes.

**Plan 03:** Or, you can Boost in your vehicle, charge at the LTV, and crash into it. Be sure you hit the LTV and shunt it over the edge of the road and onto the beach, then mop up the survivors. This is messy, but spectacular!

**Plan 01.2:** When you've finished removing the KPA forces from this area, head along the road to the next corner (H) while listening for an update from Prophet, and plan to tackle either the forest recon foes or a roadblock.

**Plan 04.1: A Beach Drive:** Another idea is to drive down the initial opening by the LTV's starting position (I) and onto the beach. Slow down to avoid tipping over your vehicle and drive along the beach adjacent to the road.



sitting on the beach before attacking the LTV. You can then continue along the beach in the LTV, or move along the road on foot.

**Plan 04.3:** At the right turn (H), you can carefully drive through the shallow water and turn to strafe a three-man boat team heading your way. Cut through them, and quickly move to the moored Small Patrol Boat. You can now attack the village by sea!

**Plan 04.2:** Ignore the enemy LTV, or get out, scale the rocks to the road, and begin taking it down from the foot trail. Drive to this trail area and slay the two guards



## 02B. Patrolling the Road or Beach (on foot)



### ADVISORY

It is far better to use the LTV and disembark from it a few times to tackle foes than to maneuver up the beach or road by foot.



cover, tackle the stopping LTV, move to the restaurant sign, engage the two beach foes (E), then head to the woodland on your right (B) to engage the sniper.

**Plan 01: By Road:** Your task is to reach the area around Waypoint (H). You can follow the road itself, but this is essentially a laborious process: Hide behind



**Plan 02:** A preferred plan is to move up the rocky hill to the south of the

parked LTV (I) and halt at the top. Watch as the enemy LTV drives along the road below you (you can view it all the way from the bend in the road near Waypoint (H)). Then snipe the gas can with a Reflex-Sight shot, or lob Grenades, and dispatch the vehicle from this height advantage. Or, snipe the foes inside and claim the vehicle for yourself.

Then skid down the rock wall and stay in the undergrowth to the right while following the road to the south. Step into cover and Speed Sprint along the stony scrub. Halt at the bend; there's a gap (E), so you can spot the two beach foes, then drop down to the restaurant sign and kill them from here.

**Plan 03: By Beach:**

You can ignore the LTV and head along the beach, moving to the location of the two beach guards and slaying them, then using Speed



to romp around the dotted rocks and engage a three-man boat team near Waypoint (H) [moving from Waypoint (I) to (E)]. You can use Cloak and cover, as object-hurling is much more dangerous.

From here, you can either steal the Small Patrol Boat moored on the small wooden jetty, or move up a ramped trail to the road (B) near a path up to a radar station (to the southwest) and a KPA roadblock (to the southeast).

**Plan 04:** Beware of a Small Patrol Boat offshore during any beach activities you undertake; they can strafe you easily, so use cover and well-aimed shots to take them down, or else retreat to the road. If you manage to blast the gunner and pilot, swim to the Small Patrol Boat, or use the moored one at the jetty.



### WARNING

During this exploration, you may spot three KPA Helicopters skimming the water to the south. **Do not engage them!** You don't have the firepower to stop them: It takes at least 400 bullets to blow one up, and that's without having to dodge the Rockets these birds fire at you and the foes swarming your location!



### Walkthrough

### RECOVERY Objective 02



## MULTIPLAYER

An explosion rocks the bunker behind you. Bullets zing by and pelt the dirt wall of the trench as you crawl for a discarded SMG. You can hear the roar of enemy tanks crowding around you.

Are you smack-dab in the middle of another island mission? Not exactly.

Welcome to multiplayer *Crysis*, where you feel the adrenaline rush of combat against other human players, not just against AIs and Aliens. In multiplayer action, you still get to test the limits of your Nanosuit—you just get to test it against dozens of other Nanosuits fighting back. Forget about your “solo” missions for now. It’s time for a whole new way to experience the battlefield.



## Instant Action and Power Struggle

When you join a multiplayer game, you have the choice of entering the “Instant Action” arena or a “Power Struggle” game. Instant Action drops you into a map designed for one-on-one play, where you can blast away at opponents to your finger’s content, then wipe the slate clean and start all over again on a new map if you like. You’ll enjoy Instant Action if you want to run-and-gun for a little bit, and then change it up on another map as soon as the game ends.

If you choose Power Struggle mode, expect longer games that rely on team tactics. Power Struggle requires a lot of team coordination, as you work as a unit to overtake objectives and ultimately destroy the enemy’s home base.

In Power Struggle games, killing other players and completing objectives earns you prestige points. You spend prestige on weapons, add-ons, equipment or kit setups. The more prestige, the more armament you carry into battle. You begin with 100 prestige points as a Private, and the standard setup that gives you the best chance at survival is the SMG and one Frag Grenade. You can also opt for the Shotgun, extra ammo and a Frag Grenade (or two frags and no extra ammo); however, this requires that you get into point-blank range with your opponents, which means a lot of stealth on your part.



Advance to Corporal to begin with 200 prestige each spawn. At Sergeant and 300 prestige points per spawn, you can really arm yourself to tackle players and vehicles.

Plunk down 200 prestige for a Missile launcher, and you still have 100 left to equip as you would a Private. You’ll be very happy the first time you stumble into an enemy tank. Review the charts on this page for your starting rank values and how your actions can earn the greatest amount of contribution and prestige points.

### INSTANT ACTION MAPS

- Steel Mill
- Quarry
- Armada
- Outpost

### POWER STRUGGLE MAPS

- Shore
- Beach
- Refinery
- Plantation
- Mesa

### STARTING RANK VALUES

Rank	Spawn Bonus	Contribution Points to Qualify	Server Limit
Private	100	0	0
Corporal	200	15	16
Sergeant	300	40	8
Lieutenant	400	120	6
Captain	500	220	4
Major	600	320	3
Colonel	750	475	2
General	1,000	650	1

### ACTION REWARDS

Action	Contribution Points Gained	Prestige Points Gained
Repair (per tick)	5	5
Pick Lock	5	50
Standard Kill	5	100
Auto Turret Kill	10	100
Tag Enemy	—	5
Defending	—	5–10
Disarm	—	20
Melee	—	50
Headshot	—	50
Suicide	—	0
Team Kill	—	-200

### OBJECTIVE REWARDS

Structure	Prestige Points (Capture)	Prestige Points (Defend)
Reinforcement Bunker	100	5
Small Energy Site	100	5
Large Energy Site	250	10
Small Prototype Factory	250	10
Large Prototype Factory	250	10
Naval Facility	250	10
Small Vehicle Factory	250	10
War Factory	250	10
Aviation Facility	250	10



## Suit Variations

Everyone in multiplayer action has the same Nanosuit as your solo missions with certain exceptions. Learn these exceptions or you'll find yourself on the unfortunate end of a rifle muzzle before you know it.

The biggest change is your regeneration rate. The regen rate for your suit's power is much slower in multiplayer than in single-player. Plan accordingly. You can only use Cloaking for short bursts and only in key locations (such as exiting a building so no one can draw a bead on you or infiltrating an enemy complex). To compensate, you may want to rely on Speed more often. You can trigger short Speed bursts that drain only a fraction of the power that Cloaking does, and these Speed bursts make it more difficult for enemies to lock on.

Also, certain augmentations that you had on your single-player suit—namely Binoculars and Night Vision—must now be bought with prestige points. Early on in your career, prestige points will be precious and you must spend them on weaponry over add-ons. Learn to live without them until you have the luxury of purchasing them.



## Tactics and Tips

Unless you love the spawning queue, prepare to alter your tactics from single-player action. Go ahead and jump right into "Instant Action" or "Power Struggle" games, so long as you remember that there's a small learning curve as you gain command of the new maps and playing styles.

### Always on the Move



In single-player mode you can usually move through an area methodically. Depending on your mission, you can leisurely recon the place, set up your battle tactics, and then call the shots when the time is right. In multiplayer, you won't have that time.

Keep moving at all times: The enemy will have a harder time painting a bull's-eye on you.

If the enemy is alert to your presence, even if you want to line up the perfect shot, it's better to fire on the run rather than risk a counterattack that could blast you to smithereens. And don't forget about your Strength Jump—a single big leap can throw you up and out of enemy fire, over a wall or onto a roof where you can escape gunfire.

Against a group of enemies or one particularly troublesome foe, circle and flank as you fire. Dancing around increases your survival odds and can set you up for a better angle on potential future foes.



In cases where you're attacking a guarded enemy position, teamwork prevails. Rather than go it alone, team up with one or a few allies and attack as an organized unit. A Cloaked ally with a Shotgun, for example, might flush a foe from cover as you take him out with a Precision Rifle. Cover fire can also distract the enemy while multiple allies swarm a position. If you have to strike alone and you know the map well, try for an alternate angle that attacks from a side or rear facing position.

### Cloak and Dagger (or Fists)



As previously mentioned, your energy recharges slowly in multiplayer, so you won't be able to stay in stealth mode long. Whenever you exit a doorway into an open area where enemies could be lurking, it is a good idea to Cloak. Even if it's only for a few seconds, it can prevent a foe from picking you up right away. On the flip side, your Cloak



can slip you into an enemy building unseen for the best possible attack angle.

If you're surrounded and need a breather, stand still Cloaked. You won't drain energy quickly, and you can check your options. If you get fired upon, switch to Speed and make a dash for the nearest cover spot.



## Refinery



In the maze of industrial buildings and gloomy rain, you'll be tasked with securing the prototype factory at the city center, whether you start out to the south (U.S. HQ) or the north (North Korean HQ). This urban setting provides much more cover and interior battles for close-combat lovers.

### US REFINERY



### NK REFINERY



## United States Tactics



For your primary route (blue), send two large forces northeast and northwest. The northeast group navigates through the streets and captures the nearby Alien energy site [B]. The northwest group swings wide and runs for the first reinforcement bunker [C].



While the bunker falls, the northeast group continues on to hammer the second reinforcement bunker [E], with one or two members converting the heavy vehicle factory [D] to the cause. The northeast team can hold the bunker if they come under a lot of enemy fire, or they can opt to cross the streets and aid the northwest team as it gains a second Alien energy site [F], and then goes after the prototype factory [G]. Secure all that and you've got it made.



# Crysis

## PRIMA Official Game Guide

Written by

**David S. J. Hodgson**  
**Michael Searle**



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Originally hailing from Manchester in the United Kingdom, David left his role as a writer of numerous British video game magazines (including *Mean Machines*, *Computer & Video Games*, and the *Official Nintendo* and *Sega Saturn* magazines) and a bohemian lifestyle on a rusting, condemned, dry-docked German fishing trawler to work on the part-fraternity, part-sanitarium known as *GameFan* magazine in 1996.

David helped to launch the fledgling GameFan Books and form Gamers' Republic in 1998, authoring many strategy guides for Millennium Publications, including *The Official Metal Gear Solid Mission Handbook*. After launching the wildly unsuccessful incite Video Gaming and Gamers.com, David began authoring guides for Prima Games in 2000. He has written over 60 strategy guides; including *The Legend of Zelda: Twilight Princess*, *Knights of the Old Republic*, *Crysis*, *Half-Life: Orange Box*, and even *Panzer Dragoon Orta*. He lives in the Pacific Northwest with his wife, Melanie, and an eight-foot statue of Great Cthulhu.

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And "X" for Xerxes, devoured by mice.

We want to hear from you! E-mail comments and feedback to [dhodgson@primagames.com](mailto:dhodgson@primagames.com).

**Mike Searle** remembers the days of Atari Adventure, where your square hero could end up in a hollow dragon stomach, or the simple, yet addictive, Missile Command. His desire to play computer games into the wee hours of the morning really took hold when his parents made him play outside instead of on the console, so the first chance he got he bought a PC to play the *Ultima* series, *Doom* and countless others since. Mike started with Prima Games back in 2002 and has written more than 30 strategy guides, including *The Lord of the Rings Online: Shadows of Angmar*, *Tom Clancy's Ghost Recon* and *Splinter Cell* series, *Dark Messiah: Might and Magic*, and *Sims 2 Castaway*. He can't wait for thought technology, so game controls can catch up with his brain and stop all that needless in-game dying. At least, that's what he keeps telling himself about his FPS kill ratio!

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